AMENDMENTS

In the Claims

The following is a marked-up version of the claims with the language that is underlined ("___") being added and the language that contains strikethrough ("——") being deleted:

1.	(Currently Amended) A method for controlling the presentation of a hierarchical arrangement of items in a window of a graphical user interface, at least one of the items having one or more related sub-items, the method comprising the steps of:

	displaying the one or more of the related sub-items of one of the items in response to at least one of:

		moving of a cursor over the one of the items and actuating an input button of a mouse input device as the cursor is located over the one of the items; and

		actuating a virtual button associated with the one of the items; and

	determining when [[a]] the cursor is moved over the one of the items; and

	if the one of the items has one or more related sub-items, displaying a first preview window comprising the one or more related sub-items.

2.	(Original) The method of claim 1, wherein the cursor is manipulated by a mouse.

3. – 4. (Canceled).

5.	(Original) The method of claim 1, further comprising the steps of:

	determining when the cursor is moved over one of the related sub-items in the first preview window; and

if the one of the related sub-items has one or more related second-level sub-items, displaying a second preview window comprising the one or more related second-level sub-items.

6.   (Original) The method of claim 5, wherein at least a portion of the second preview window is displayed over at least a portion of the first preview window.

7.   (Original) The method of claim 5, wherein one or more of the related sub-items has one or more related second-level sub-items; and

        further comprising the step of:

                displaying a second preview window comprising the one or more related sub-items.

8.   (Currently Amended) A system for controlling the presentation of a hierarchical arrangement of items in a window of a graphical user interface, at least one of the items having one or more related sub-items, the system comprising:

        logic configured to:

        display the one or more of the related sub-items of one of the items in response to at least one of:

                moving of a cursor over the one of the items and actuating an input button of a mouse input device as the cursor is located over the one of the items; and

                actuating a virtual button associated with the one of the items; and

        determine when a cursor is moved over one of the items; and

        if the one of the items has one or more related sub-items, display a first preview window comprising the one or more related sub-items;

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a memory comprising an application supporting a graphical user interface and in which the logic is stored;

a display device configured to support the graphical user interface;

a cursor manipulation device configured to cooperate with the application and for manipulating the cursor with respect to the graphical user interface; and

a processing device configured to implement the logic and the application.

9.   (Original) The system of claim 8, wherein the logic is embodied in an operating system and initiated by the application.

10.   (Original) The system of claim 8, wherein the cursor manipulation device is a mouse.

11.   (Original) The system of claim 8, wherein each of the items comprises a text object and a button.

12.   (Original) The system of claim 8, wherein the logic is further configured to:

determine when the cursor is moved over one of the related sub-items in the first preview window; and

if the one of the related sub-items has one or more related second-level sub-items, display a second preview window comprising the one or more related second-level sub-items.

13.   (Original) The system of claim 12, wherein at least a portion of the second preview window is displayed over at least a portion of the first preview window.

14. (Original) The system of claim 12, wherein one or more of the related sub-items has one or more related second-level sub-items and the logic is further configured to display a second preview window comprising the one or more related sub-items.

15. (Currently Amended) A system for controlling the presentation of a hierarchical arrangement of items in a window of a graphical user interface, at least one of the items having one or more related sub-items, the system comprising:

means for determining when a cursor is moved over one of the items;

means for displaying the one or more of the related sub-items of one of the items in response to at least one of:

moving of a cursor over the one of the items and actuating an input button of a mouse input device as the cursor is located over the one of the items; and

actuating a virtual button associated with the one of the items; and

[[a]] means for displaying a first preview window comprising the one or more related sub-items if the one of the items has one or more related sub-items.

16. (Original) The system of claim 15, further comprising a cursor manipulation means for manipulating the cursor with respect to the graphical user interface.

17. (Original) The system of claim 15, wherein each of the items comprises a text object and a button.

18. (Original) The system of claim 15, wherein:

the means for determining determines when the cursor is moved over one of the related sub-items in the first preview window; and

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the means for displaying displays a second preview window comprising the one or more related second-level sub-items if the one of the related sub-items has one or more related second-level sub-items.

19.   (Currently Amended) A computer program, which is embodied in a computer-readable medium, for controlling the presentation of a hierarchical arrangement of items in a window of a graphical user interface, at least one of the items having one or more related sub-items, the computer program:

logic configured to:

determine when a cursor is moved over one of the items;

display the one or more of the related sub-items of one of the items in response to at least one of:

moving of a cursor over the one of the items and actuating an input button of a mouse input device as the cursor is located over the one of the items; and

actuating a virtual button associated with the one of the items; and

if the one of the items has one or more related sub-items, display a first preview window comprising the one or more related sub-items.

20.   (Original) The computer program of claim 19, wherein the logic is further configured to:

determine when the cursor is moved over one of the related sub-items in the first preview window; and

if the one of the related sub-items has one or more related second-level sub-items, display a second preview window comprising the one or more related second-level sub-items.